

# Gaim Na'chak'fa Battleship

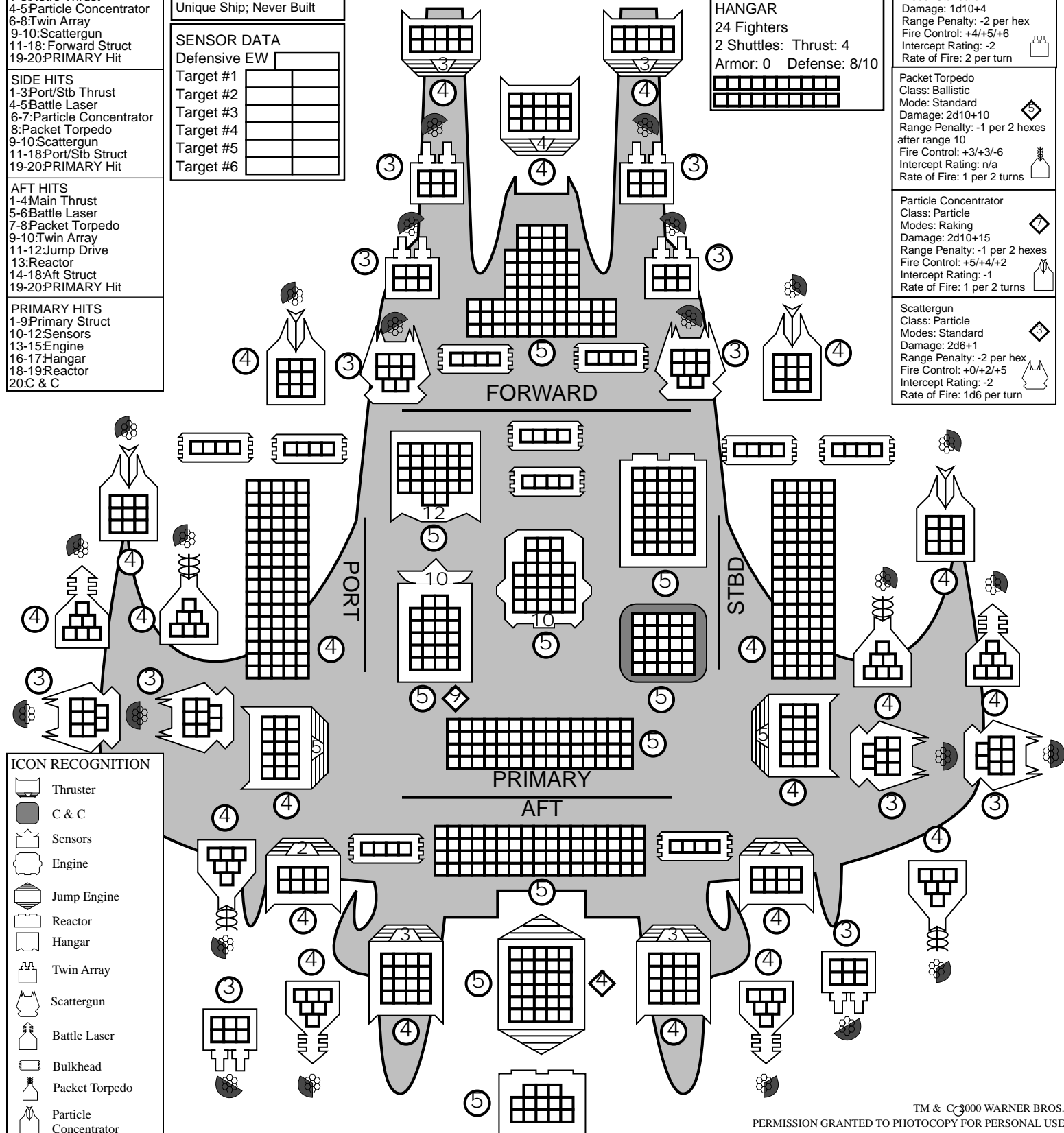
SPECS	MANEUVERING	COMBAT STATS
Class: Capital Ship	Turn Cost: 1xSpeed	Fwd/Aft Defense: 17
In Service: Never	Turn Delay: 1xSpeed	Stb/Port Defense: 17
Point Value:	Accel/Decel Cost: 4 Thrust	Engine Efficiency: 3/1
Ramming Factor:	Pivot Cost: 4+4 Thrust	Extra Power: 0
Jump Delay: 16 Turns	Roll Cost: 3+3 Thrust	Initiative Bonus: +0
Speed	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Cost	1 2 3 4 5 6 7 8 9 10 11 12	
Turn Delay	1 2 3 4 5 6 7 8 9 10 11 12	














WEAPON DATA	
Battle Laser	
Class: Laser	
Modes: R, P	
Damage: 4d10+12	
Range Penalty: -1 per 4 hexes	
Fire Control: +4/+3/-3	
Intercept Rating: n/a	
Rate of Fire: 1 per 3 turns	
Twin Array	
Class: Particle	
Mode: Standard	
Damage: 1d10+4	
Range Penalty: -2 per hex	
Fire Control: +4/+5/+6	
Intercept Rating: -2	
Rate of Fire: 2 per turn	
Packet Torpedo	
Class: Ballistic	
Mode: Standard	
Damage: 2d10+10	
Range Penalty: -1 per 2 hexes after range 10	
Fire Control: +3/+3/-6	
Intercept Rating: n/a	
Rate of Fire: 1 per 2 turns	
Particle Concentrator	
Class: Particle	
Modes: Raking	
Damage: 2d10+15	
Range Penalty: -1 per 2 hexes	
Fire Control: +5/+4/+2	
Intercept Rating: -1	
Rate of Fire: 1 per 2 turns	
Scattergun	
Class: Particle	
Modes: Standard	
Damage: 2d6+1	
Range Penalty: -2 per hex	
Fire Control: +0/+2/+5	
Intercept Rating: -2	
Rate of Fire: 1d6 per turn	

FORWARBITS
1-3Retro Thrust
4-5Particle Concentrator
6-8Twin Array
9-10:Scattergun
11-18: Forward Struct
19-20PRIMARY Hit
SIDE HITS
1-3Port/Stb Thrust
4-5Battle Laser
6-7:Particle Concentrator
8:Packet Torpedo
9-10:Scattergun
11-18:Port/Stb Struct
19-20PRIMARY Hit
AFT HITS
1-4Main Thrust
5-6Battle Laser
7-8Packet Torpedo
9-10:Twin Array
11-12:Jump Drive
13:Reactor
14-18:Aft Struct
19-20PRIMARY Hit
PRIMARY HITS
1-9Primary Struct
10-12:Sensors
13-15:Engine
16-17:Hangar
18-19:Reactor
20C & C

SPECIAL NOTES
Unique Ship; Never Built
SENSOR DATA
Defensive EW
Target #1
Target #2
Target #3
Target #4
Target #5
Target #6

HANGAR
24 Fighters
2 Shuttles: Thrust: 4
Armor: 0 Defense: 8/10



ICON RECOGNITION	
	Thruster
	C & C
	Sensors
	Engine
	Jump Engine
	Reactor
	Hangar
	Twin Array
	Scattergun
	Battle Laser
	Bulkhead
	Packet Torpedo
	Particle Concentrator